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IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

- 1.(original) A method of modeling of the visible world using full-surround image data, said method comprising:
 - selecting a view point within a p-surface;
 - selecting a direction of view within the p-surface;
 - texture mapping full-surround image data onto said p-surface such that the resultant texture map is substantially equivalent to projecting full-surround image data onto the p-surface from said view point to thereby generate a texture mapped p-surface; and
 - displaying a predetermined portion of said texture mapped p-surface.
- 2-16. (Cancelled)
- 17.(Previously Presented) The method of claim 1, wherein the p-surface comprises polygons approximating a partial sphere.
18. (Previously Presented) The method of claim 1, wherein the p-surface comprises one or more polygons such that there exists a half-space for each polygon, and wherein the intersection of all such half-spaces includes at least one point in common.
19. (Previously Presented) The method of claim 18, wherein a point is within the p-surface if it is included in the intersection.
20. (Previously Presented) The method of claim 1, wherein the p-surface comprises one or more polygons, and wherein a point is within the p-surface if it is included in the union of a given set of half-planes, wherein the set includes no more than one half-plane per polygon.

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21. (Previously Presented) The method of claim 1, wherein the p-surface comprises one or more polygons, and wherein a point is within the p-surface if it is included in the intersection of a given set of half-planes, wherein the set includes no more than one half-plane per polygon.

22. (Previously Presented) The method of claim 1, wherein the full-surround image data is a sample of incoming image data.

23.-42 (Cancelled)

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